

GARRISON II

GARRISON BUGS?

I bought the original game and can confirm that even there, some problems seem to occur. For one thing, the Red Cross boxes which the help page say should give you 5000 health points, do nothing. This is a major problem in attempting to play the game. Secondly there seem to be some rooms with the "goodies" locked in areas that cannot be entered, no matter what you do. For these reasons, if for no other, anyone wanting to play the game for more than about 15 levels will want to use the Garrison Editor (Garrote).

One hint - some of the rooms which seem to be unopenable, actually are. There are some walls that can be fired at to be opened. For example in the room that has a whole area of money at the bottom and food bags along the left side and top, there is at least 1 hidden door to the food. So far I have been unable to legitimately get into the money. The door is found near the bottom of the series of changing walls that run along the left of the screen. Enter the moving walls area and start firing at the right hand wall (which would be the left hand wall of the food bag chamber). You will find a shootable wall to let you into the food.

THE DOCS:

It's recommended that at the title page you type F2 (or just wait) instead of a space bar. At this point you will see various figures. As you read them the following information can be gleaned:

SCORE:

- GUARDS - 40
- SORCERERS - 100 (can go invisible)
- DEMONS - 60 (spit fire at you)
- BLACK DEATHS - 1000 (can be killed by hitting shift key if you have a scroll. Fire from the Conjurers who lob bombs at you can also kill them)
- CONJURERS - 75
- GHOSTS - 50 (these are the white guys)

HEALTH AND GOLD:

- BOXES - 500
- FLOWERS - 1000
- FOOD BAGS - marked xx - 1000 health
- DRUMSTICKS - 1000
- DINNER PLATE - 2500

- BAD FOOD - (will take away health points, they look like food bags but have more cross hatching on them)
(Shoot them and they will slow down the monsters)

BOTTLES:

- RED dot - increases speed (S of characteristic)
- WHITE/YELLOW - increases hand to hand combat (H)
- WHITE DOT - increases magic (M)
- PINK DOT - increases armor (A)
- GREEN DOT - increases shot speed (P)
- RED DOT - increase firepower (F)

TRAPS:

- Blue dot in circle - teleporter

Yellow dot in circle - blocks entrance - will take 1 scroll to remove it
 White crosshatches on block - GLUE - slows you down
 Yellow crosshatches on block - Releases hidden doors/walls/etc.
 DIAMOND with pink dot - subtracts score
 DIAMOND with blue dot - subtracts health
 DIAMOND with pink dots - explosives (see pictures to distinguish these)
 DIAMOND with yellow dot - Stun - locks you in place
 DIAMOND with green - decreases characteristics

CHARACTERISTICS:

The Letters SHMAPF show the abilities for each figure:

S - Speed of character 1-5
 H - Hand to Hand combat. Ability hindering a rival in the further participation in the game 1-5
 M - Magic Power. 1-9. This raises the effect of a scroll. Some characters with low magic will only kill Black Deaths, with higher M they can kill everything on the screen. Activate a SCROLL with the left shift key (player 1) or the right shift key (player 2). The player cannot move during use of scroll.
 A - Armor - the stronger the armour the lower the losses on health after touching a rival. 1-5
 P - Shot Speed - 1-5
 F - Fire Power 1-9

OTHER FACTORS:

You can stop game with an ESC
 You can temporarily halt game with SPACE
 There are 128 levels; levels are arranged by chance after level 4.
 Two players can play simultaneously. One player chooses his figures with F1-F5 and another player with F6-F0. You can only dial each figure once per level.
 If the Amiga has less than 512K ram the baddies will look similar, more ram and they will have a distinctive appearance.

THE GARROTE EDITOR:

See the docs which come with this for more help. With trial and error I have come up with the following chart. The symbols are listed for the first 3 down, going from left to right on the screen.

GOING LEFT TO RIGHT

FIRST ROW	SECOND	THIRD	FOURTH	
1. dot-WALL	WALL	___ WALL	WALL	
2. Black square	Teleport (BLUE DOT in circle)	Glue WHITE in Square	BLUE DIAMOND (blue dot in diamond)	
3. MONEY BOX 500 pts \$	FLOWERS? 1000 pts \$	BAG OF FOOD xx's on bag 1000 health	DRUMSTICK 1000 health	
FIFTH	SIXTH	SEVENTH	EIGHTH	NINTH
1. _ WALL	WALL	___ WALL	T WALL	- WALL

2. RED DOT IN DIAMOND -score	YELLOW DOT IN DIAMND stun	PINK DOT IN DIAMND -health	GREEN DOT IN DIAMOND -character	DESTROYER WALL
3. FOOD (YUM) 2500 health	KEY	SCROLL (box)	CHAIN invisibility	BOTTLE with red dot +Speed
TENTH	11TH	12TH	13TH	14TH
1._ _ WALL	WALL	WALL	WALL	WALL
2.Destroyable Wall	Destry. Wall	Destry. Wall	Destry. Wall	Destry. Wall
3.BOTTLE white/yellowish cross +hand hand	BOTTLE white cross +magic	BOTTLE pink cross +armor	BOTTLE green cross +shotspeed	BOTTLE red cross +firepower
15th	16th	17th	18th	19th
1.L WALL	WALL (cross)	empty	?	?
2.destroyable WALL	YELLOW DOT IN CIRCLE BLOCK (need scroll to remove	Disappearing Wall	Pink crosshatches in square ??	Yellow crosshatch RELEASE
3.BAD FOOD (pineapple) (shoot to slow monsters) to fire	GREY BOTTLE POISON (shoot to slow monstros)	? RANDOM EVENT ?	RED CROSS BOX +5000 health (doesn't work?)	PILE OF BLUE BALLS gives you blue balls
20th	21th	REST		
1.	EX EXIT	MORE WALLS		IT
2. YELLOW SQUARE RELEASE	?	MORE WALLS		
3. F FREEZE	CROSS (Jeweled Cross monsters turn away)			

At the far right bottom are the letters of each of the monsters, each one represents a monster. Over to the right on the bottom are squares with these letters insides - these are the monster generators. There is also a large X near the right hand side among the last few symbols - this is the ENTRANCE.

To use the editor you must SAVE each set of four screens. Screens seem to start at about #38 and proceed upward. To delete, click in square 17 on the chart which is the first empty on the top and then click on the object to be deleted.